

SECRET/NOFORN

PROJECT SUN STREAK

WARNING NOTICE: INTELLIGENCE SOURCES AND METHODS INVOLVED

PROJECT NUMBER: 8816

SESSION NUMBER: 02

DATE OF SESSION: 22 Sep 88

DATE OF REPORT: 26 sep 88

START: 1007

END: 1100

METHODOLOGY: CRV

VIEWER IDENTIFIER: 011

1. (S/NF/SK) MISSION: Provide information concerning drug smuggling operation, especially rendezvous location and time, and terminus for contraband materials.
2. (S/NF/SK) VIEWER TASKING: Stage IV continuation of previous session conducted using encrypted coordinates.
3. (S/NF/SK) COMMENTS: No stated inclemencies. Excellent signal line contact. Provided information concerning involvement of an aircraft which may or may not be relevant. Emphasized fluidity of situation, as well as recurring nature.

HANDLE VIA SKEET CHANNELS ONLY

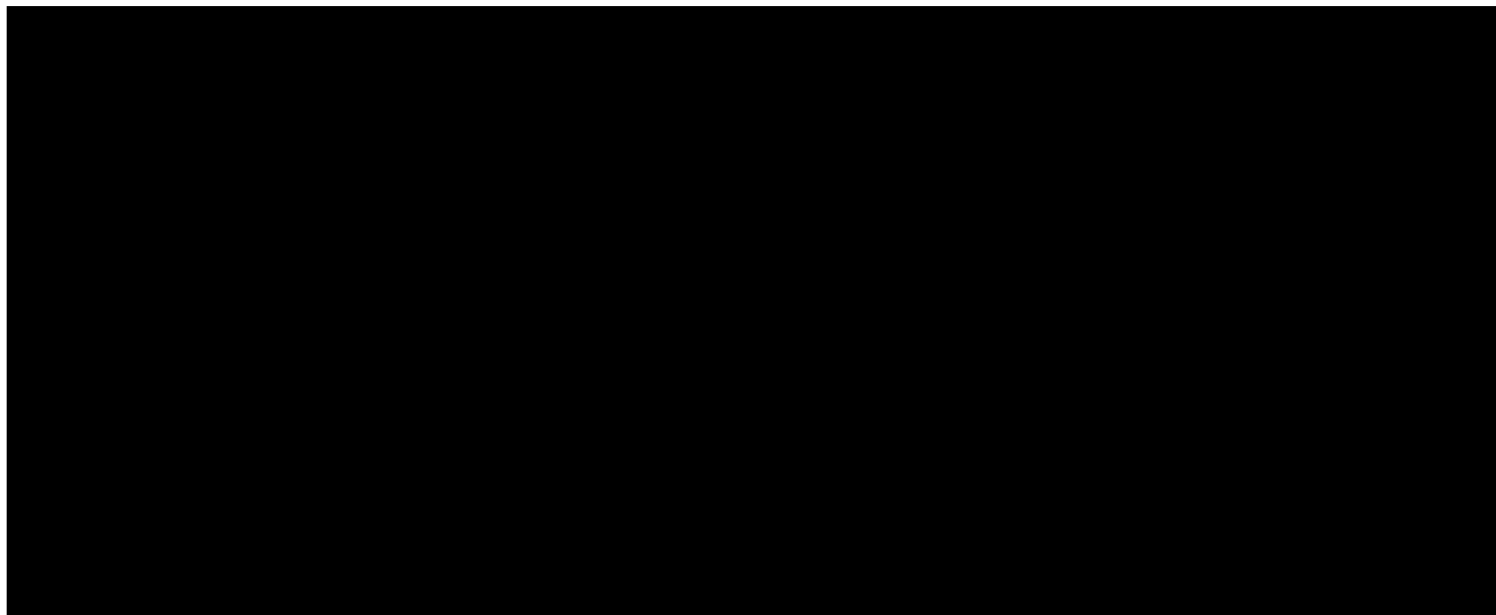
SECRET/NOFORN

4. EVALUATION (3)

CLASSIFIED BY: DIA (DT)  
DECLASSIFY: OADR

~~4. EVALUATION:~~

SG1A



## SESSION SUMMARY

SESSION: 22 SEP 88

VIEWER: 011

START: 1007

STOP: 1100

METHOD: CRV

FOCUSING ON THE LARGER STRUCTURE, THE IMPRESSION IS ONE OF A LARGE, OCEAN-GOING, FREIGHTER-LIKE SHIP. THIS SHIP MOVES FROM ONE LARGE BODY OF WATER TO ANOTHER BY PASSING BETWEEN LAND. THIS PASSAGE COULD BE AN ISTHMUS CONNECTING THE TWO BODIES OF WATER BY A RIVER OR CANAL. THIS SHIP IS OLD, RUSTY, AND BATTERED-LOOKING. THE PAINT IS CHIPPED AND PEELING AND THE VESSEL ITSELF HARDLY LOOKS SEAWORTHY.

THE FREIGHTER APPEARS TO BE LYING "DEAD IN THE WATER" AT SOME PRE-ARRANGED LOCATION, JUST BEYOND THE INTERNATIONAL LIMIT OF A COASTLINE. THE SMALLER BOAT ARRIVES ON THE SCENE AND JUST SITS AROUND OR ENGAGES IN SOME SORT OF ACTIVITY THAT WOULD NOT DRAW ANY UNDUE ATTENTION TO ITSELF. BOTH SHIPS NOW WAIT FOR THE ARRIVAL OF AN AMPHIBIOUS-TYPE AIRCRAFT. THEY DO NOT KNOW WHEN IT WILL ARRIVE, SO THEY MUST WAIT.

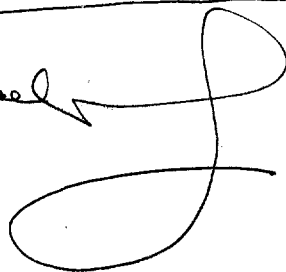
WHEN THE AIRCRAFT DOES ARRIVE, IT OVERFLIES THE AREA TO MAKE SURE EVERYTHING IS CLEAR. IF THE AREA DOES NOT LOOK SECURE, THE AIRCRAFT KEEPS GOING AND NO ATTEMPT AT CONTACT IS MADE. IF THE AREA IS SECURE THE AIRCRAFT CIRCLES BACK AND INITIATES CONTACT WITH THE SHIPS, USING A SPECIAL RADIO WITH A LIMITED RANGE, LIKE A CB RADIO. UPON AGREEMENT OF ALL THREE PARTIES THAT THE COAST IS CLEAR, THE AIRCRAFT LANDS AND TAXIS TOWARD THE "MOTHER" SHIP. AT THE SAME TIME, THE SMALLER BOAT RACES TO THE "MOTHER SHIP", PICKS UP THE CARGO AND TRANSFERS IT TO THE AIRCRAFT. THIS ALL TAKES PLACE IN A RATHER SHORT PERIOD OF TIME. THE AIRCRAFT THEN TAKES-OFF AND CONTINUES ON TO ITS PLANNED DESTINATION WITH LITTLE, OR NO DEVIATION APPARENT TO ITS FLIGHT PLAN. THE LARGE SHIP CONTINUES ON TO ITS PORT OF CALL, WHERE IT UNLOADS ITS LEGITIMATE CARGO. THE SMALLER BOAT HEADS BACK TO BASE, IN A ROUND ABOUT WAY, ACTING SOMEWHAT OF A DECOY.

AM GETTING THE IMPRESSION THAT THIS ACTIVITY IS PAST, NEAR PRESENT, AND WILL LIKELY OCCUR AGAIN IN THE FUTURE. HOWEVER, THE EVENT ITSELF IS NOT EASILY PREDICTABLE. THE ONLY PARTICIPANT WHO HAS ANY FORE KNOWLEDGE OF THE EVENT IS THE "MOTHER" SHIP, AND QUITE OFTEN THE SHIP WILL ARRIVE AT THE PREDETERMINED LOCATION AND NOTHING HAPPENS. THE OTHER TWO PARTIES INVOLVED ARE NOT MADE AWARE OF THE EVENT UNTIL THE VERY LAST MOMENT, AS IF TO AVOID ANY POSSIBLE DISCLOSURE.

LOCATIONS, SCENARIOS, PERSONNEL, VESSELS AND VEHICLES CAN CHANGE AT ANY TIME.

S-2      D      AI      EI      T      I      AOL      A/S

larger vessel



S-2  
black  
grey  
rust color  
white  
rough  
gritty  
large

A. across, angle up.  
angle across  
hard  
B. structure

S-2  
Hoe  
green  
brown  
liquid  
semi-hard  
liquid

across, curving around  
through, curving around  
soft/semi-hard  
3 liquid/water/land

4 1/2 - LARGER STRUCTURE - a large ocean-going vessel, very dirty, decrepitate in appearance - hardly looks seaworthy, rusty, paint peeling and chipped. freighter-like, contains ship's like.

4 1/2 - land/water interface - have two large bodies of water, separated by a piece of land - the ship goes from one body of water to the other by going through the land. i.e. AOL - like an isthmus, a canal, or a river.

SHIP  
VESSEL

FREIGHTER-LIKE

CARGO

DECEPTION

WAITING

4 1/2 - vessel is offshore, beyond territorial limit, waiting for something, veiled in secrecy - can't determine if something is to be pick-up, or dropped off -

SG1A

AOL Break

4 1/2 - get the impression that the whole scenario is something like the old shell game. The large freighter-like ship is the "mother" vessel. It delivers and/or receives something of importance in a shroud of secrecy. There appear to be at least two other vehicles involved. One is a smaller ship and the other is some sort of aircraft. The aircraft seems to be of an amphibious nature. It can land on water or land. The aircraft can deliver/pick up the cargo, or the smaller vessel can. One, or the other seems to be acting as a decoy. They may even change roles.

4<sup>1/2</sup> - getting impressions the smaller vessel is more after the decoy, because of its vulnerability. At the time of rendezvous all three vehicles are in contact with each other, both by line of sight and radio. Impression more of CB type radio than high-power radio.

Feeling that this activity is past, present, future. It has been done before and perceive that it is very possible to occur again. However, it (the event) seems to occur more randomly than on any kind schedule.

Like the mother vessel has some kind of schedule, but the other participants are not <sup>made</sup> aware of any action or schedule until the very last moment. As if to avoid any disclosure of activities previous to event.

— getting various ways of doing <sup>(the same)</sup> this operation —

~ like the location, or scenario, or personnel/vessels/vehicles change frequently (can change)

1100

S-2

D

AI

EI

T

I

AOL

A/S